

Name _____

iPods / iPads / iPhones are EVERYWHERE and not going away any time soon! Mobile devices are taking over the world. People want QUICK solutions and QUICK distractions like games! You have been asked to design your very own iPhone/iPad/iPod application / game. The more creative / imaginative your design the more marks you will receive!!!

Steps

1—Choose your audience WHO is your app / game aimed at? - e.g. 11-16, 8-80, teenagers, OAPs and why?

2—Purpose What is the purpose of your application / game? E.g. Just for Fun, Finds the nearest x, Converts something to something? Counts down to or from? Spend some serious time thinking about this.

3—If you were going to write a description of it for Apple's APP store, exactly what would it say? How would you 'sell' your creation? E.g. The best game since Tetris, Innovation has never been this good, You'll wonder how you lived without it?

4—Now you have your idea you need to work out the controls and layout. E.g. How *Exactly* will your Application controlled? How will the user use it? Will it be controlled by the camera? Tilt sensors? Swiping? Typing? Virtual Keypad / Keyboard? GPS?

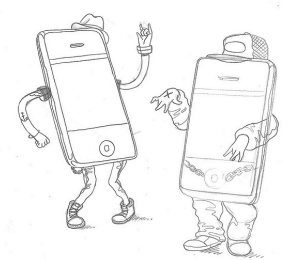
4—Layout, use the screen to the left and on the reverse to design how your app / game will actually look!



6 (FINALLY) — Category and Price. All the APPS/Games in the APP store are put in categories, e.g SPORT / OFFICE / Driving Games, which category would you classify your APP/Game and HOW MUCH would you charge for it???

Price £ _____ Justify this price _____

5—Colour Scheme? People get funny about the colours used in various APPS, RED can mean angry or warning, yellow mean hot? What colours will your app/game be and WHY?



Sketch your ideas here...

[illegible][illegible][illegible]

Don't forget to design your APP Badge or ICON that will show on the device, it should relate to your game, a character or suggestion of what the APP is, e.g. A Paintbrush or a Map.

